



The reason I call this competition type "Italian barometer" is because I first experienced it during the national team championships in Salsomaggiore, Italy. I like the name, so I will continue calling it that. Some of you may know it under it's alternate name "Reversed Swiss".

The idea is that the leader keeps meeting teams ranked as low as possible (but not allowing double meetings). In many cases, but not all, this leads to a meeting between the top two ranked teams in the last round.

It is only the top ranked team that gets to meet the lowest ranked teams. The remaining pairings are decided by the originally selected movement that pre-defines the meetings round by round.

At the end of this document you can find an example that round by round explains how things work.

Start contest

Start the event through *Contest Explorer* and *Special-Italian barometer-New team contest*. Complete the start-up just like for any other contest.

Close preparations

Specify the full number of rounds when you close the preparations, i.e. for 10 teams you must enter 9 rounds. These rounds are consider as "pre-defined rounds."

Only rounds originally pre-defined can later be created by the reversed Swiss mechanism.

Movement

For 8 and 10 teams there is a round-robin team movement called Italian barometer. These movements are tailor-made for Italian barometer.

You can of course select Barometer Howell or Round-robin, but there may be something in the team assignments that make them unsuitable for Italian barometer. I really don't know if there are negative implications to selecting one of those movements.

If you need to use another movement you can always create a movement in Excel and import it into a Bridgemate database through the *Movement* button. Then you can use that database to close the preparations. This is something you can read about in

the *Movement* documentation you can find at the Magic Contest website.

Enter results

After you have closed the preparations only round 1 is shown when you select *Contest menu-Enter results*. This is completely according to plan. The remaining rounds will be created as the contest progresses.

The original movement lingers in the background with the role of being pre-defined rounds, waiting to be used when new rounds are to be created.

Seed the field

Make sure to seed the teams according to the team numbers of round 1, with the best team as team number 1. For 10 teams the meetings in round 1 are 1-10, 2-9, 3-8, 4-7, and 5-6.

Continue like a Swiss

From now and to the end the tournament runs exactly like a normal Swiss event.

- At the end of the round next round is automatically created.
- Seatings for next round are automatically shown on printouts and Current standing.
- If you need to create the round manually 5 minutes before the end of the round you can use 95% Swiss.
- And so on...

All Swiss features are described in the separate Swiss documentation.



Pairing

As opposed to a normal Swiss, where the top two ranked teams will meet in the next round, the top team will meet the lowest ranked team (without creating double meetings).

Magic Contest goes through the pre-defined list of matches to find the top team and its opponent. Once that is found the round to be used is pinpointed.

Then Magic Contest takes the entire pinpointed round and creates the next round to be played. Remember that the round number to be played has absolutely nothing to do with the pre-defined round number.

Example

An example may be in place.

This is how the basic movement looks for six teams:

<u>Tbl</u>	<u>R1</u>	<u>R2</u>	<u>R3</u>	<u>R4</u>	<u>R5</u>
1	6 1	2 6	6 3	4 6	6 5
2	5 2	1 3	2 4	3 5	4 1
3	4 3	5 4	1 5	2 1	3 2

In an Italian barometer you will only see the first round.

Let us assume the following results in round 1:

<u>Tbl</u>	<u>R1</u>	<u>Result</u>	Rank: <u>1-3</u>	<u>4-6</u>
1	6 1	11-19	1	3
2	5 2	18-12	5	2
3	4 3	17-13	4	6

According to the pairing mechanism the leader (team 1) will now be paired against the lowest ranked team they have not already met (team 2).

If you look in the original movement you will find 1 against 2 in round 4. This means that round 2 of the contest will correspond to round 4 of the movement, complete with arrow switches and original table assignments.

<u>Tbl</u>	<u>R2 (4)</u>
1	4 6
2	3 5
3	2 1

After the results of round 2, the new ranking is this:

<u>Tbl</u>	<u>R2</u>	<u>Result</u>	Rank: <u>1-3</u>	<u>4-6</u>
1	4 6	14-16	1	5
2	3 5	19-11	3	2
3	2 1	16-14	4	6

The same logic as before applies. We find the opponent of the leader (team 1) which is the lowest ranked team (team 5, since 1 has already met 6 and 2). Then we go to the original movement and find 1 against 5 in round 3.

<u>Tbl</u>	<u>R3 (3)</u>
1	6 3
2	2 4
3	1 5

Then it continues like that all through the end. Often, but now always, this leads to the top two ranked teams meeting in the last round.